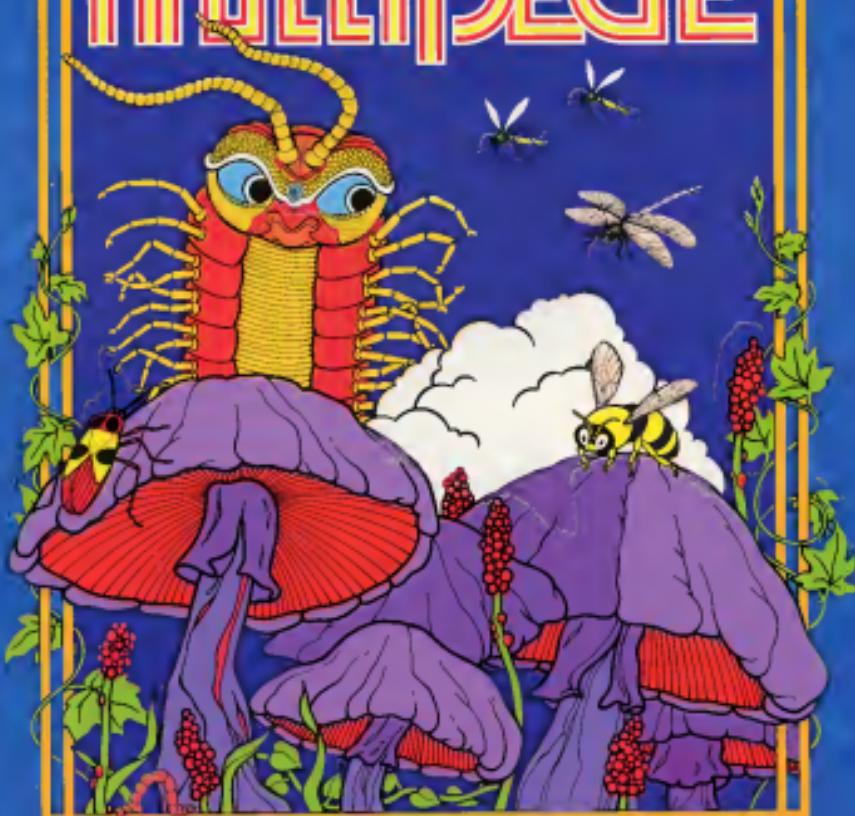


ATARI®

millipede™



ATARI®

Millipede™ In a forest faraway only you can stop the insect invaders.



The saga continues.

The bugs are back! The creepy crawlers of Centipede™ have given way to the ultimate generation of "nasties" in Millipede, an all-new one or two player video adventure fantasy. It's new, it's faster, it's continuous high energy

Scoring.

Mushrooms = 1 point
Destroying a mushroom (after player death) = 5 points
Millipede Body = 10 points
Millipede Head = 300 points
Worms = 100 points
Bees = 200 points

Armed only with a Trak Ball™ controlled bow and arrow, the player is The Archer who must defend his homeland from hordes of marauding larger than life insects. He must rely on quick wits, skill and continuous firing capability to score.

DOT Bonus. Four BBT bombs will

excitement. With new creatures, realistic new sound effects, a new player starting score select mode, more options that allow you to "program" Millipede for maximum profits. And new play again features to challenge and entertain the entire family.

The Spider. Spiders jump up and down in a random pattern across the playfield, knocking out mushrooms, flowers and the player.

The Bee. Bees bombard the player, dropping straight down from the top of the screen. They can appear in any wave, dropping mas-

Beele - 300 points
 Mosquito - 400 points
 Dragonfly - 500 points
 DOT Bomb - 800 points
 Earwig - 1000 points
 Spider - 300, 600, 900 or 1200 points
 Any creature destroyed by DOT explosion is worth 3 times its normal value, except Spider is always 1000 points, and during bombing run the bee, mosquito and dragonfly will be worth no more than 4000 points



OPERATOR OPTIONS

Select Mode. This new operator selectable option offers increased player incentive. It allows a player to select a starting score level from Novice to Expert. The operator sets the maximum starting value. If the select mode is set for "double", every new game will begin at zero.

Game Difficulty. Operators may select Easy or Hard side feed (Millipede heads), Easy or Hard Beetles (number of flowers on screen), and Easy or Hard spiders.

Game Lives. Adjustable for 3, 4 or 5 lives.

Bonus Levels. Selectable for 4 different bonus levels, including No Bonus, Bonus every 12,000 points, Bonus every 15,000 points and Bonus every 30,000 points.

Self Test. Allows operators to check all game and option switch settings and computer functions.

Coin Modes. Includes over 150 unique operator selectable coinage configurations.

Dimensions. Height - 71.75in - 182.2cm Depth - 34.0in - 86.4cm Width - 35.25in - 64.1cm

be places on the playfield in random locations. In emergency situations they can be detonated by The Archer's arrow, exploding a large poisonous cloud that will destroy any mushrooms, flowers or creatures in the vicinity.

The Battle Begins. The Millipede enters the playfield with startling ferocity, turning whenever it collides with an object as it soars through a giant mushroom forest toward the player's position. When an arrow finds its mark, the Millipede will break into smaller Millipedes and leave a mushroom where the segment was hit. When a lone Millipede starts back up, it will release a tail segment that turns into a new head. And that's just the beginning!

Side Feed Mode. If the Millipede is not destroyed when it reaches the bottom, new heads will enter from the sides of the playfield, increasing in number as the game progresses.

Bombing Mode. In certain play levels after a Millipede has been completely destroyed, the screen will fill with waves of bombing bees, dragonflies, and/or mosquitoes. During these bombing runs, the three insects can be worth up to 1000 points, much more than during regular play, but the player has to be quick to hit them.

The Millipede is also in cahoots with a completely new family of ferocious friends who make this game more challenging, more unique.



rocks at insects as they land. It takes two shots to destroy the bee. A single hit only angers him and wakes him sped up.

► **The Dragonfly.** Dragonflies also buzzard the player as they buzz down the playfield in a crazy zig-zag path. Like the bee, they deposit mushrooms in their paths.

► **The Mosquito.** Mosquitoes fly diagonally across the screen. If hit by the player, the playfield scrolls up one row.



► **The Earwig.** Earwigs glide across the upper portion of the play field, poisoning any mushroom they touch. These mushrooms will also poison any Millipede that runs upon them. The poisoned Millipede will immediately head to the bottom of the screen.

► **The Beetle.** Beetles travel in a geometric pattern down, across and back up the playfield. Before leaving the screen, the beetle will transform any of the mushrooms he touches into flowers that cannot be destroyed by the player's shots. Each time a beetle is hit, the entire mushroom field scrolls down one row.

► **The Inchworm.** Inchworms crawl across the screen, moving slowly until the player is more proficient. If an inchworm is hit by an arrow, the rest of the creatures on the playfield will slow down for about 3½ seconds before returning to their normal frantic pace.

High Score Table. When the player gets one of the top 8 scores, he is asked to enter his initials on the high score chart. He must have achieved at least one bonus level. The top three scores are permanently stored in memory.



The Archer and the Millipede

Once upon a time in a kingdom set serenely under a warming sun, there lived a youth of royal lineage who was drawn to all of nature's beauty. He roamed the forest glade days upon end with constant admiration for what the gods had showered down upon the land. Gladly would he trade the wealth of his forefathers for the riches and tranquility that nature offered him.

Wise to the essence of life—but unwise to the ways of the world—he refused the royal crown of his dying father. "I will protect the realm with all my body and soul, Father, but I will never rule its living creatures, be they beast or human. The love of the gods will see to their daily regulation. I will see to their welfare."

With his last gasp of strength, His Majesty cursed his son, "You are a foolhardy lad. The destruction of the realm is in your hands."

The populace mourned the death of their King and awaited the succession of his son. Before the crowds, the youth proclaimed, "In the name of goodness and humanity, I set you—my loyal subjects—free to live in communion with the wonders of nature. From this point forward, you shall call me Archer. I will defend your new way of life till my death."

A roar of cheering from the masses greeted his words, but all was overshadowed by a tumultuous thundering in the skies. A cloudburst followed with torrents of rain that beat wickedly upon the land. The crowd dispersed to seek shelter from the downpour.

The Archer looked out beyond the horizon.

He knew only too well the revengeful signs of his father. "I beseech thee to turn back your rage from the netherworld and stop this onslaught." As if in laughing response, the ground below him began to tremble. And the day ended in utter darkness.

The sun rose upon the land in its usual manner. But the rains of the past night had produced a new, uncontrollable growth—a sudden nurturing of nature that caused everything except that which was human to grow to sizes beyond belief.

From deep within the glade, a mighty Millipede began advancing steadily—flanked by a marauding band of oversized insect rogues. Twisting spiders, beetles, earwigs, bees, dragonflies, mosquitoes and inchworms swept over the land to wreak their special havoc. They trampled through giant mushrooms, poisoning some and transforming several into deceptively pretty flowers that would surely thwart the arrows of any opponent. Sometimes they raged in waves winging down in fierce assaults.

The Archer realized that, even from the grave, the spirit of his father had commanded these creatures to act in unison against him, these same creatures whom he had loved so and had loved him. Saddened but true to his pledge, he took up his bow and arrow to defend his homeland from these aggressors. He would meet their challenge. With truth and goodness truly on his side, he would be victorious and restore the natural order and beauty of life to the kingdom.

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